

TRANSLATION

```
#include<conio.h>
#include<graphics.h>
#include<stdio.h>
void main()
{
int gd=DETECT,gm;
// declaring two array
// Translation vector already initialized
int l[2][2],v[2]={10,15},i=0,j;
clrscr();
initgraph(&gd,&gm,"C:\\TURBOC3\\BGI");
printf("Enter the initial and final coordinates of a line ");

// Getting input from user, having 2D array where 1st row
represents initial point
// And Second row represents final coordinate
while(i<2)
{
printf("x%d and y%d = ",i,i);
j=0;
scanf("%d",&l[i][j]);
scanf("%d",&l[i][j+1]);
i++;
}
// Line before translation
line(l[0][0],l[0][1],l[1][0],l[1][1]);
```

```
setcolor(BLUE);  
// Line after translation  
line(l[o][o]+v[o],l[o][1]+v[1],l[1][o]+v[o],l[1][1]+v[1]); // Adding  
Translation vector in it to change the position  
getch();  
closegraph();  
}
```